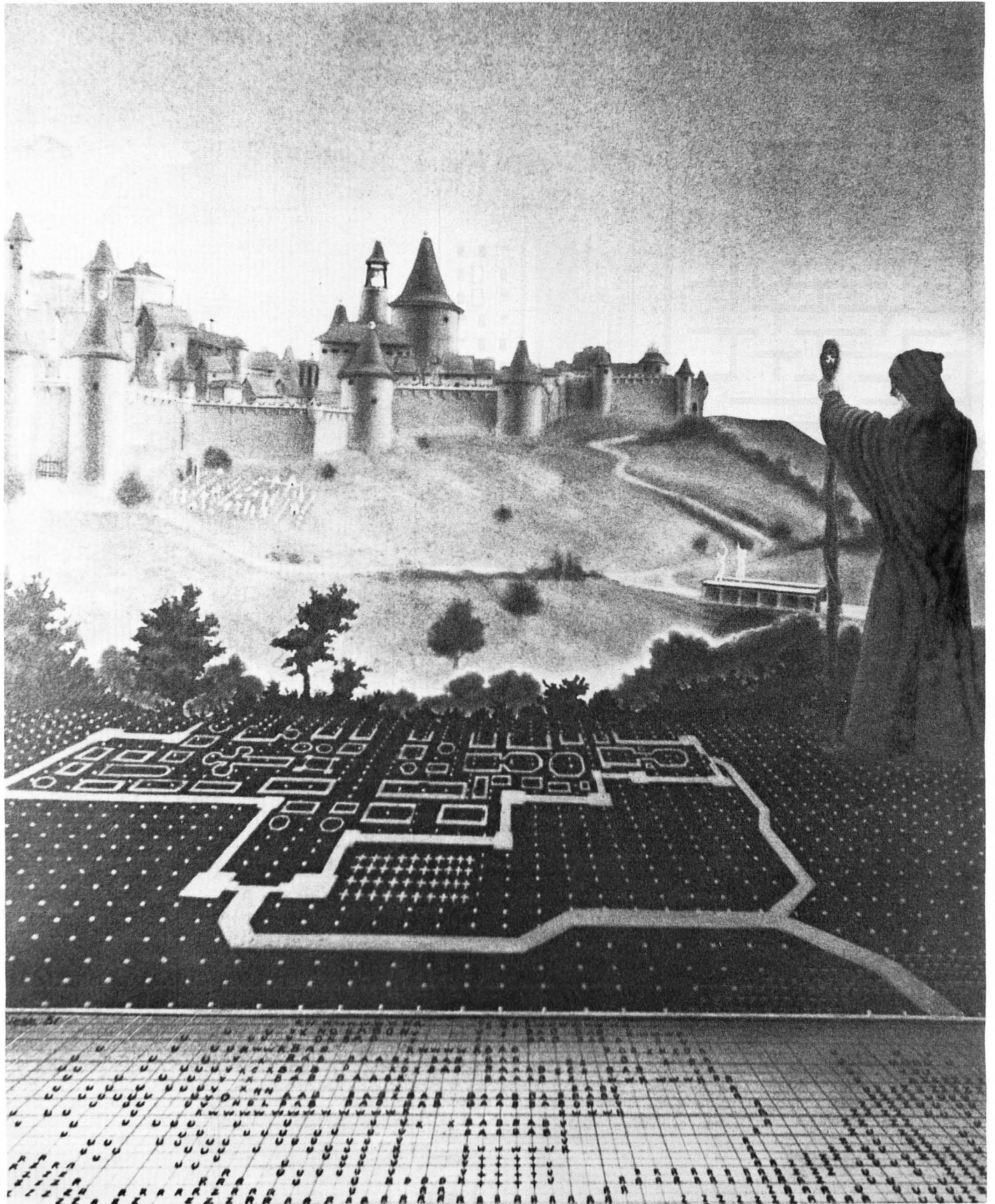


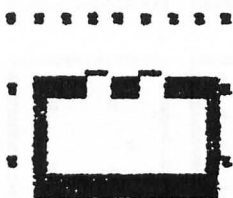
First it will awe you...



EnvyrnTM Graphics Key

 MARSH/SMP	 BUILDING.	 LL CORNER	 UR BEACH.	 VT ROAD
 CABINET..	 FLOOR...	 UL/LR WALL	 AD BEACH.	 UL CORNER
 BED/. ETC.	 OPEN LAND	 DESERT...	 VT RT BCH	 UR CORNER
 TABLE....	 ALTAR	 CHURCH	 HZ BEACH.	 WATER
 LARGE CHR	 UR/LL WALL	 LF VT ODR	 IC LR SHR	 TOWN....
 PENS	 LEFT WALL	 STAIRWAY	 OC LR SHR	 LR CORNER
 SM CHAIR.	 LF WALL..	 BOT UP DR	 OC BEACH.	 LL CORNER
 HOUSE. #1.	 TOP WALL	 MERCHANT.	 UL BEACH	 FOREST...
 BOTTOM DR	 BOTTOM WL	 MISC. FURN	 AD BEACH.	 INTERSECT
 LF VT DR	 UL CORNER	 HZ BEACH.	 MOUNTAINS	 LUD INTER
 ORCHARD	 UR CORNER	 VT BEACH.	 UR BEACH.	 LRU INTER
 EMPTY	 LR CORNER	 CROPS	 HZ ROAD	 MISC. OBJ.

Tile 1



Tile 2



Identification

Tile 3

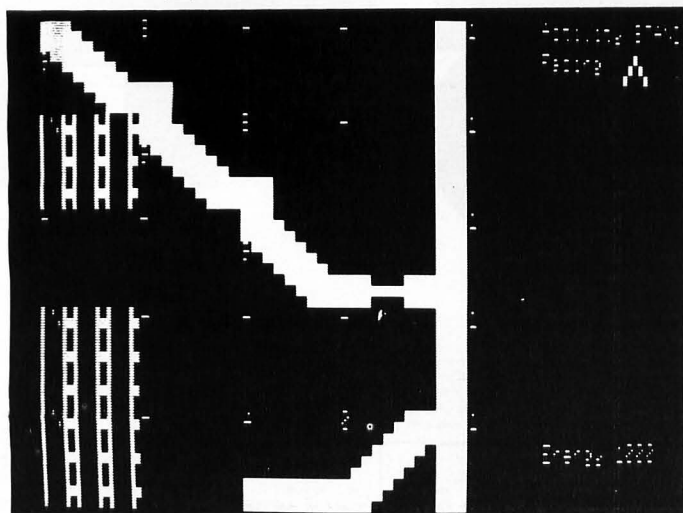


Characteristics

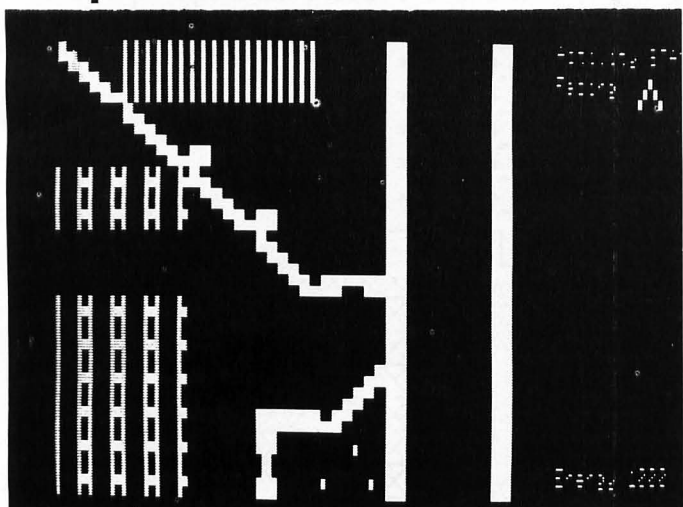
Explanation of tile sets:

The three tiles are the three different resolutions that can be displayed. The nine letters below the second and third tiles are the tile's identification. The three characters below the third tile contain important information about the tile set. The first byte contains the accessibility code (A=Accessible, B=Barrier, S=Swimable, etc.) The second byte is used to store the reciprocal: that is, the tile to be exchanged with the tile set. (An open door is the reciprocal of a closed door.) The last byte contains any special feature of the tile set (J=Jump, E=Enterable, etc.) More on this will appear in a future issue of **SoftSide**.

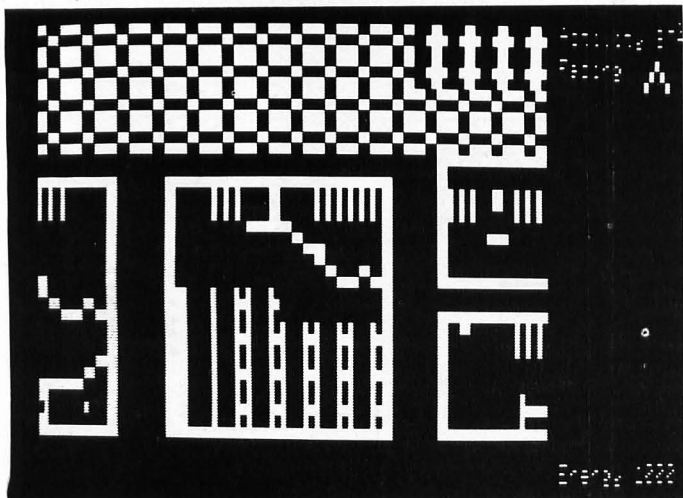
EnvyrnTM— Video Display



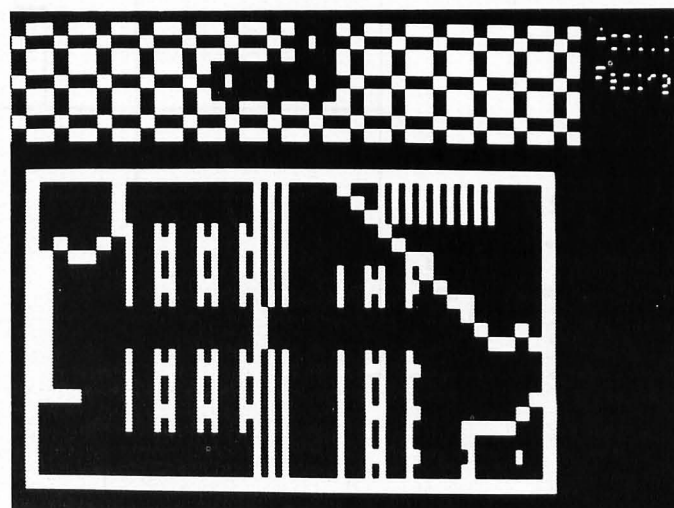
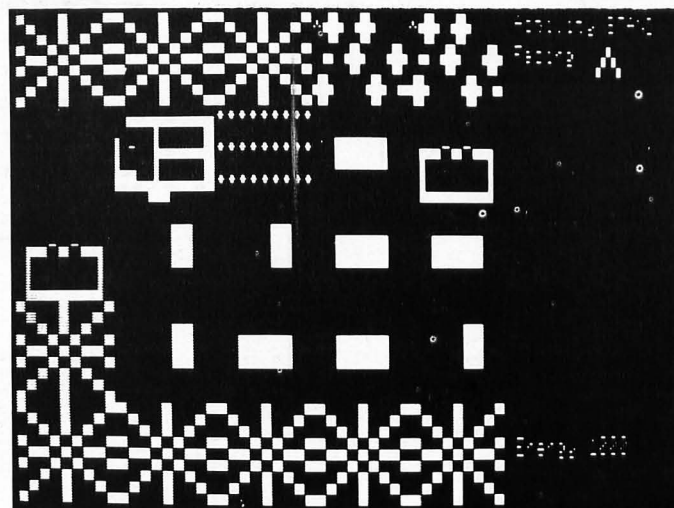
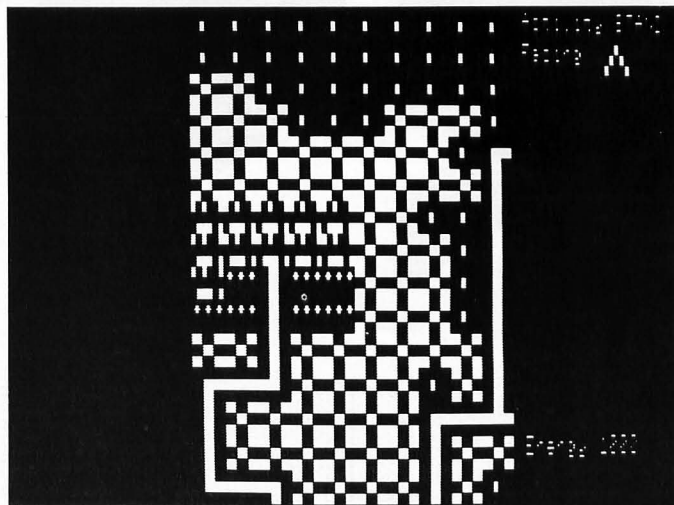
Graphics Mode 1



Graphics Mode 2



Graphics Mode 3

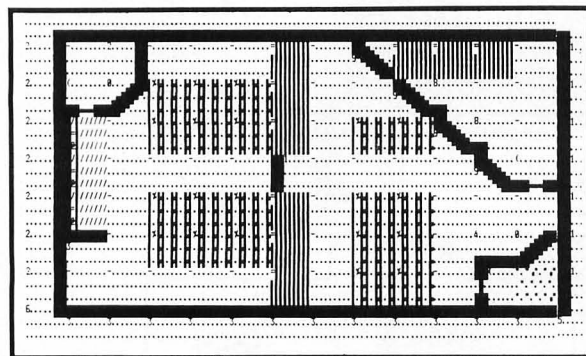


The above photos depict the logical order of travel to the church. You travel overland through the southwest mountains to the mountain town. Your position will be jumped to an area in the middle-eastern edge of the map where the town is blown up to detailed buildings. If you approach the church and ask to enter, you will appear at the door on the inside. The steps through the north door will send you to the second floor. This is accomplished with the jump coordinates shown at the bottom of the data dump.



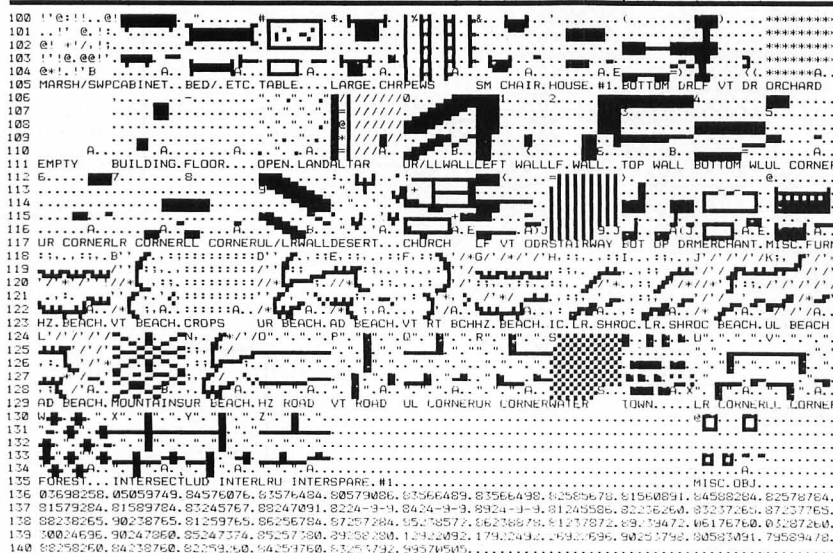
Graphics Mode 0

To the right is a dump of the map array's raw data. If you carefully compare the letters used and their position within the array with either the graphic legend in the centerfold or the more compact version below, you can reconstitute the entire centerfold. This is the actual information that is being stored and changed.



```
74444444(444448
2-2---=9==1
2(0%%=-98-1
2/-%%=-%98-1
2/---1---9(1
2/-%%=-%---1
23-%%=-%-401
2-----=-%-).1
63333333333335
```

```
74444444444448
2-2---=9==1
2(0%%=-98-1
2/-%%=-%98-1
2/---1---9(1
2/-%%=-%---1
23-%%=-%-401
2-----=-%-).1
63333333333335
```



Condensed Graphics Key

To the left is the balance of the map array which stores all the graphic tiles and characteristics. These tiles have been broken up for clearer viewing elsewhere. However, these lines of information depict the tiles as they exist in raw form. Keep in mind that the top three lines store the highest resolution tile, the fourth and fifth lines' first six characters store the middle resolution tile and in the fourth line, characters seven thru nine are used for the low resolution tile. The balance is the description and characteristics block.